

IN THE CLAIMS:

This listing of claims will replace all prior versions and listings of claims in the application.

1. (currently amended) An apparatus, comprising:
an interface to receive video game data from a game communication link;
a detection and steering module to detect tag information in the video game data and to route the video game data based on the tag information; and
a plurality of buffers to store routed video game data from the detection and steering module; and
a plurality of modulators respectively corresponding to the plurality of buffers to modulate the video data from the plurality of buffers at different frequencies.
2. (original) The apparatus of claim 1, further comprising:
a game control receiver to receive control data from one or more controllers and to selectively multiplex the control data based on the tag information from the detection and steering module.
3. (original) The apparatus of claim 2, wherein the game control receiver multiplexes control data from two or more controllers when the tag information includes two or more different tags.
4. (original) The apparatus of claim 2, wherein the interface is arranged to transmit the control data from the game control receiver on the game communication link.
5. (canceled)
6. (currently amended) The apparatus of claim 5, further comprising:

a plurality of tuners to receive media data from a media communication link and to separate a plurality of data channels from the media data; and
a decoding module to decode the plurality of data channels.

7. (original) The apparatus of claim 6, wherein the plurality of modulators are operatively connected to the media communication link.

8. (original) The apparatus of claim 1, wherein the detection and steering module routes different portions of the video game data to different buffers when the tag information includes two or more distinct tags.

9. (original) The apparatus of claim 1, wherein the detection and steering module routes substantially all of the video game data to one or more common buffers when the tag information is not present or includes a single tag.

10. (currently amended) A method, comprising:
receiving video game information from a remote video game program over a communication link;
determining whether different tags are present in the video game information;
directing substantially all of the video game information to one or more displays if different tags are not present in the video game information; and
selectively directing portions of the video game information to different displays if different tags are present in the video game information.

11. (canceled)

12. (currently amended) The method of claim 10, wherein the directing substantially all of the video game information includes:

modulating substantially all of the video game information at a frequency to which the one or more displays are tuned.

13. (currently amended) The method of claim 10, wherein the selectively directing portions of the video game information includes:

modulating a first portion of the video game information at a first frequency to which one of the different displays is tuned, and

modulating a second portion of the video game information at a second frequency to which another of the different displays is tuned.

14. (currently amended) The method of claim 13, wherein the first portion of the video game information corresponds to a first tag of the different tags, and

wherein the second portion of the video game information corresponds to a second tag of the different tags.

15. (currently amended) The method of claim 10, further comprising:

selectively sending control information from different controllers to the communication link based on the different tags when different tags are present in the video game information.

16. (currently amended) The method of claim 15, wherein the selectively sending control information includes:

multiplexing the control information from the different controllers into a signal based on the different tags in the video game information.

17. (currently amended) A media center, comprising:

an interface to receive video game information including first and second tags from a communication link;

a module to separate the video game information based on the first and second tags; and

a first modulator to modulate first video game information corresponding to the first tag at a first frequency on a media communication link; and

a second modulator to modulate second video game information corresponding to the second tag at a second frequency on the media communication link.

18. (original) The media center of claim 17, further comprising:

a receiver to multiplex control information from multiple controllers based on the first and second tags and to deliver the multiplexed control information to the interface.

19. (original) The media center of claim 18, further comprising:

an antenna connected to the receiver to receive the control information from the multiple controllers.

20. (original) The media center of claim 17, further comprising:

a first buffer between the module and the first modulator to store the first video game information; and

a second buffer between the module and the second modulator to store the second video game information.

21. (original) The media center of claim 20, further comprising:

a tuner to receive media data from the media communication link and to separate a channel from the media data; and

a decoder between the tuner and at least one of the first and second buffers to decode the channel.

22. (original) A method, comprising:

receiving video game information including two distinct video streams;

detecting the two video streams based on tags in the video game information;

separately storing the two video streams; and
modulating the two video streams onto different channels on a media link.

23. (original) The method of claim 22, further comprising:
receiving two control inputs corresponding to the video streams; and
combining the two control inputs based on tags in the video game information.

24. (original) The method of claim 22, further comprising:
separating two audio streams from the video game information; and
modulating the two audio streams onto the different channels on the media link.